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APPLICATION FOR LETTERS PATENT

**Methods and Systems for Efficiently Processing  
Compressed and Uncompressed Media Content**

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1  
2 **TECHNICAL FIELD**

3 This invention generally relates to processing media content and, more  
4 particularly, to a system and related interfaces facilitating the processing of media  
5 content.

6  
7 **BACKGROUND**

8 Recent advances in computing power and related technology have fostered  
9 the development of a new generation of powerful software applications. Gaming  
10 applications, communications applications, and multimedia applications have  
11 particularly benefited from increased processing power and clocking speeds.  
12 Indeed, once the province of dedicated, specialty workstations, many personal  
13 computing systems now have the capacity to receive, process and render  
14 multimedia objects (e.g., audio and video content). While the ability to display  
15 (receive, process and render) multimedia content has been around for a while, the  
16 ability for a standard computing system to support true multimedia editing  
17 applications is relatively new.

18 In an effort to satisfy this need, Microsoft Corporation introduced an  
19 innovative development system supporting advanced user-defined multimedia  
20 editing functions. An example of this architecture is presented in US Patent No.  
21 5,913, 038 issued to Griffiths and commonly owned by the assignee of the present  
22 invention, the disclosure of which is expressly incorporated herein by reference.

23 In the '038 patent, Griffiths introduced the an application program interface  
24 which, when exposed to higher-level development applications, enables a user to  
25 graphically construct a multimedia processing project by piecing together a

1 collection of "filters" exposed by the interface. The interface described therein is  
2 referred to as a filter graph manager. The filter graph manager controls the data  
3 structure of the filter graph and the way data moves through the filter graph. The  
4 filter graph manager provides a set of component object model (COM) interfaces  
5 for communication between a filter graph and its application. Filters of a filter  
6 graph architecture are preferably implemented as COM objects, each  
7 implementing one or more interfaces, each of which contains a predefined set of  
8 functions, called methods. Methods are called by an application program or other  
9 component objects in order to communicate with the object exposing the interface.  
10 The application program can also call methods or interfaces exposed by the filter  
11 graph manager object.

12 Filter graphs work with data representing a variety of media (or non-media)  
13 data types, each type characterized by a data stream that is processed by the filter  
14 components comprising the filter graph. A filter positioned closer to the source of  
15 the data is referred to as an upstream filter, while those further down the  
16 processing chain is referred to as a downstream filter. For each data stream that  
17 the filter handles it exposes at least one virtual pin (i.e., distinguished from a  
18 physical pin such as one might find on an integrated circuit). A virtual pin can be  
19 implemented as a COM object that represents a point of connection for a  
20 unidirectional data stream on a filter. Input pins represent inputs and accept data  
21 into the filter, while output pins represent outputs and provide data to other filters.  
22 Each of the filters include at least one memory buffer, wherein communication of  
23 the media stream between filters is often accomplished by a series of "copy"  
24 operations from one filter to another.  
25

As introduced in Griffiths, a filter graph has three different types of filters: source filters, transform filters, and rendering filters. A source filter is used to load data from some source; a transform filter processes and passes data; and a rendering filter renders data to a hardware device or other locations (e.g., saved to a file, etc.). An example of a filter graph for a simplistic media rendering process is presented with reference to Fig. 1.

Fig. 1 graphically illustrates an example filter graph for rendering media content. As shown, the filter graph 100 is comprised of a plurality of filters 102-114, which read, process (transform) and render media content from a selected source file. As shown, the filter graph includes each of the types of filters described above, interconnected in a linear fashion.

Products utilizing the filter graph have been well received in the market as it has opened the door to multimedia editing using otherwise standard computing systems. It is to be appreciated, however, that the construction and implementation of the filter graphs are computationally intensive and expensive in terms of memory usage. Even the most simple of filter graphs requires and abundance of memory to facilitate the copy operations required to move data between filters. Complex filter graphs can become unwieldy, due in part to the linear nature of prior art filter graph architecture. Moreover, it is to be appreciated that the filter graphs themselves consume memory resources, thereby compounding the issue introduced above.

Thus, what is required is a filter graph architecture which reduces the computational and memory resources required to support even the most complex of multimedia projects. Indeed, what is required is a dynamically reconfigurable

1 multimedia editing system and related methods, unencumbered by the limitations  
2 described above. Just such a system and methods are disclosed below.

### 3 4 **SUMMARY**

5 Methods and systems are described that permit efficient processing of user-  
6 defined multi-media editing projects that combine multiple different source data  
7 streams into a single compressed data stream that represents the project. The  
8 described approaches are directed to ensuring that those compressed source data  
9 stream portions that need to be uncompressed for processing are uncompressed  
10 and processed, while those compressed source data stream portions that do not  
11 need to be uncompressed are not uncompressed.

12 In one embodiment, a unique switch assembly is provided comprising one  
13 or more switches each of which being configured to process data streams. The  
14 switch assembly is configured to process both compressed and uncompressed data  
15 streams to provide the single compressed output data stream. In one embodiment,  
16 three software-implemented switches are provided—one for handling  
17 uncompressed source data streams, one for handling compressed source data  
18 streams, and one for processing the output of the first two switches to provide the  
19 single compressed data stream.

### 20 21 **BRIEF DESCRIPTION OF THE DRAWINGS**

22 The same reference numbers are used throughout the figures to reference  
23 like components and features.

24 Fig. 1 is a graphical representation of a conventional filter graph  
25 representing a user-defined development project.

1 Fig. 2 is a block diagram of a computing system incorporating the teachings  
2 of the described embodiment.

3 Fig. 3 is a block diagram of an example software architecture incorporating  
4 the teachings of the described embodiment.

5 Fig. 4 is a graphical illustration of an example software-enabled matrix  
6 switch, according to an exemplary embodiment.

7 Fig. 5 is a graphical representation of a data structure comprising a  
8 programming grid to selectively couple one or more of a scalable plurality of input  
9 pins to a scalable plurality of output pins of the matrix switch filter, in accordance  
10 with one aspect of the described embodiment.

11 Fig. 6 is a graphical illustration denoting shared buffer memory between  
12 filters, according to one aspect of the described embodiment.

13 Fig. 7 is a flow chart of an example method for generating a filter graph, in  
14 accordance with one aspect of the described embodiment.

15 Fig. 8 is a flow chart of an example method for negotiating buffer  
16 requirements between at least two adjacent filters, according to one aspect of the  
17 described embodiment.

18 Fig. 9 graphically illustrates an overview of a process that takes a user-  
19 defined editing project and composites a data structure that can be used to program  
20 the matrix switch.

21 Fig. 10 graphically illustrates the project of Fig. 9 in greater detail.

22 Fig. 11 shows an exemplary matrix switch dynamically generated in  
23 support of the project developed in Figs. 9 and 10, according to one described  
24 embodiment.  
25

1 Fig. 12 illustrates a graphic representation of an exemplary data structure  
2 that represents the project of Fig. 10, according to one described embodiment.

3 Figs. 13-18 graphically illustrate various states of a matrix switch  
4 programming grid at select points in processing the project of Figs. 9 and 10  
5 through the matrix switch, in accordance with one described embodiment.

6 Fig. 19 is a flow chart of an example method for processing media content,  
7 in accordance with one described embodiment.

8 Fig. 20 illustrates an example project with a transition and an effect, in  
9 accordance with one described embodiment.

10 Fig. 21 shows an exemplary data structure in the form of a hierarchical tree  
11 that represents the project of Fig. 20.

12 Figs. 22 and 23 graphically illustrate an example matrix switch  
13 programming grid associated with the project of Fig. 20 at select points in time,  
14 according to one described embodiment.

15 Fig. 24 shows an example matrix switch dynamically generated and  
16 configured as the grid of Figs. 22 and 23 was being processed, in accordance with  
17 one described embodiment.

18 Fig. 25 shows an exemplary project in accordance with one described  
19 embodiment.

20 Fig. 26 graphically illustrates an example audio editing project, according  
21 to one described embodiment.

22 Fig. 27 depicts an example matrix switch programming grid associated with  
23 the project of Fig. 26.

1 Fig. 28 shows an example matrix switch dynamically generated and  
2 configured in accordance with the programming grid of Fig. 27 to perform the  
3 project of Fig. 26, according to one described embodiment.

4 Fig. 29 illustrates an exemplary media processing project incorporating  
5 another media processing project as a composite, according to yet another  
6 described embodiment.

7 Fig. 30 graphically illustrates an example data structure in the form of a  
8 hierarchical tree structure that represents the project of Fig. 29.

9 Figs 31-36 graphically illustrate various matrix switch programming grid  
10 states at select points in generating and configuring the matrix switch to  
11 implement the media processing of Fig. 29.

12 Fig. 38 illustrates an example matrix switch suitable for use in the media  
13 processing project of Fig. 29, according to one described embodiment.

14 Fig. 38a graphically illustrates an example data structure in the form of a  
15 hierarchical tree structure that represents a project that is useful in understanding  
16 composites in accordance with the described embodiments.

17 Fig. 39 is a flow diagram that describes steps in a method in accordance  
18 with one described embodiment.

## 19 **DETAILED DESCRIPTION**

### 20 **Related Applications**

21 This application is related to the following commonly-filed U.S. Patent  
22 Applications, all of which are commonly assigned to Microsoft Corp., the  
23 disclosures of which are incorporated by reference herein:  
24  
25



Application Serial No. \_\_\_\_\_, entitled "An Interface and Related Methods for Reducing Source Accesses in a Development System", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-643US;

- Application Serial No. \_\_\_\_\_, entitled "A System and Related Interfaces Supporting the Processing of Media Content", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-629US;
  - Application Serial No. \_\_\_\_\_, entitled "A System and Related Methods for Reducing Source Filter Invocation in a Development Project", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-631US;
  - Application Serial No. \_\_\_\_\_, entitled "A System and Related Methods for Reducing Memory Requirements of a Media Processing System", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-632US;
  - Application Serial No. \_\_\_\_\_, entitled "A System and Related Methods for Reducing the Instances of Source Files in a Filter Graph", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-633US;
  - Application Serial No. \_\_\_\_\_, entitled "An Interface and Related Methods for Dynamically Generating a Filter Graph in a Development System", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-634US;
  - Application Serial No. \_\_\_\_\_, entitled "A System and Related Methods for Processing Audio Content in a Filter Graph", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-639US;
  - Application Serial No. \_\_\_\_\_, entitled "A System and Methods for Generating an Managing Filter Strings in a Filter Graph", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-642US;
  - Application Serial No. \_\_\_\_\_, entitled "Methods and Systems for Processing Media Content", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-640US;
  - Application Serial No. \_\_\_\_\_, entitled "Systems for Managing Multiple Inputs and Methods and Systems for Processing Media Content ", naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-635US;
- Application Serial No. \_\_\_\_\_, entitled "Methods and Systems for Implementing Dynamic Properties on Objects that Support Only

Static Properties”, naming Daniel J. Miller and David Maymudes as inventors, and bearing attorney docket number MS1-638US;

Application Serial No. \_\_\_\_\_, entitled “Methods and Systems for Efficiently Processing Compressed and Uncompressed Media Content”, naming Daniel J. Miller and Eric H. Rudolph as inventors, and bearing attorney docket number MS1-630US;

- Application Serial No. \_\_\_\_\_, entitled “Methods and Systems for Effecting Video Transitions Represented By Bitmaps”, naming Daniel J. Miller and David Maymudes as inventors, and bearing attorney docket number MS1-637US;
- Application Serial No. \_\_\_\_\_, entitled “Methods and Systems for Mixing Digital Audio Signals”, naming Eric H. Rudolph as inventor, and bearing attorney docket number MS1-636US; and
- Application Serial No. \_\_\_\_\_, entitled “Methods and Systems for Processing Multi-media Editing Projects”, naming Eric H. Rudolph as inventor, and bearing attorney docket number MS1-641US.

Various described embodiments concern an application program interface associated with a development system. According to one example implementation, the interface is exposed to a media processing application to enable a user to dynamically generate complex media processing tasks, e.g., editing projects. In the discussion herein, aspects of the invention are developed within the general context of computer-executable instructions, such as program modules, being executed by one or more conventional computers. Generally, program modules include routines, programs, objects, components, data structures, etc. that perform particular tasks or implement particular abstract data types. Moreover, those skilled in the art will appreciate that the invention may be practiced with other computer system configurations, including hand-held devices, personal digital assistants, multiprocessor systems, microprocessor-based or programmable consumer electronics, network PCs, minicomputers, mainframe computers, and the like. In a distributed computer environment, program modules

1 may be located in both local and remote memory storage devices. It is noted,  
2 however, that modification to the architecture and methods described herein may  
3 well be made without deviating from spirit and scope of the present invention.  
4 Moreover, although developed within the context of a media processing system  
5 paradigm, those skilled in the art will appreciate, from the discussion to follow,  
6 that the application program interface may well be applied to other development  
7 system implementations. Thus, the media processing system described below is  
8 but one illustrative implementation of a broader inventive concept.

#### 9 10 **Example System Architecture**

11 **Fig. 2** illustrates an example of a suitable computing environment 200 on  
12 which the system and related methods for processing media content may be  
13 implemented.

14 It is to be appreciated that computing environment 200 is only one example  
15 of a suitable computing environment and is not intended to suggest any limitation  
16 as to the scope of use or functionality of the media processing system. Neither  
17 should the computing environment 200 be interpreted as having any dependency  
18 or requirement relating to any one or combination of components illustrated in the  
19 exemplary computing environment 200.

20 The media processing system is operational with numerous other general  
21 purpose or special purpose computing system environments or configurations.  
22 Examples of well known computing systems, environments, and/or configurations  
23 that may be suitable for use with the media processing system include, but are not  
24 limited to, personal computers, server computers, thin clients, thick clients, hand-  
25 held or laptop devices, multiprocessor systems, microprocessor-based systems, set

1 top boxes, programmable consumer electronics, network PCs, minicomputers,  
2 mainframe computers, distributed computing environments that include any of the  
3 above systems or devices, and the like.

4 In certain implementations, the system and related methods for processing  
5 media content may well be described in the general context of computer-  
6 executable instructions, such as program modules, being executed by a computer.  
7 Generally, program modules include routines, programs, objects, components,  
8 data structures, etc. that perform particular tasks or implement particular abstract  
9 data types. The media processing system may also be practiced in distributed  
10 computing environments where tasks are performed by remote processing devices  
11 that are linked through a communications network. In a distributed computing  
12 environment, program modules may be located in both local and remote computer  
13 storage media including memory storage devices.

14 In accordance with the illustrated example embodiment of Fig. 2 computing  
15 system 200 is shown comprising one or more processors or processing units 202, a  
16 system memory 204, and a bus 206 that couples various system components  
17 including the system memory 204 to the processor 202.

18 Bus 206 is intended to represent one or more of any of several types of bus  
19 structures, including a memory bus or memory controller, a peripheral bus, an  
20 accelerated graphics port, and a processor or local bus using any of a variety of  
21 bus architectures. By way of example, and not limitation, such architectures  
22 include Industry Standard Architecture (ISA) bus, Micro Channel Architecture  
23 (MCA) bus, Enhanced ISA (EISA) bus, Video Electronics Standards Association  
24 (VESA) local bus, and Peripheral Component Interconnects (PCI) buss also  
25 known as Mezzanine bus.

1 Computer 200 typically includes a variety of computer readable media.  
2 Such media may be any available media that is locally and/or remotely accessible  
3 by computer 200, and it includes both volatile and non-volatile media, removable  
4 and non-removable media.

5 In Fig. 2, the system memory 204 includes computer readable media in the  
6 form of volatile, such as random access memory (RAM) 210, and/or non-volatile  
7 memory, such as read only memory (ROM) 208. A basic input/output system  
8 (BIOS) 212, containing the basic routines that help to transfer information  
9 between elements within computer 200, such as during start-up, is stored in ROM  
10 208. RAM 210 typically contains data and/or program modules that are  
11 immediately accessible to and/or presently be operated on by processing unit(s)  
12 202.

13 Computer 200 may further include other removable/non-removable,  
14 volatile/non-volatile computer storage media. By way of example only, Fig. 2  
15 illustrates a hard disk drive 228 for reading from and writing to a non-removable,  
16 non-volatile magnetic media (not shown and typically called a "hard drive"), a  
17 magnetic disk drive 230 for reading from and writing to a removable, non-volatile  
18 magnetic disk 232 (e.g., a "floppy disk"), and an optical disk drive 234 for reading  
19 from or writing to a removable, non-volatile optical disk 236 such as a CD-ROM,  
20 DVD-ROM or other optical media. The hard disk drive 228, magnetic disk drive  
21 230, and optical disk drive 234 are each connected to bus 206 by one or more  
22 interfaces 226.

23 The drives and their associated computer-readable media provide  
24 nonvolatile storage of computer readable instructions, data structures, program  
25 modules, and other data for computer 200. Although the exemplary environment

1 described herein employs a hard disk 228, a removable magnetic disk 232 and a  
2 removable optical disk 236, it should be appreciated by those skilled in the art that  
3 other types of computer readable media which can store data that is accessible by a  
4 computer, such as magnetic cassettes, flash memory cards, digital video disks,  
5 random access memories (RAMs), read only memories (ROM), and the like, may  
6 also be used in the exemplary operating environment.

7 A number of program modules may be stored on the hard disk 228,  
8 magnetic disk 232, optical disk 236, ROM 208, or RAM 210, including, by way of  
9 example, and not limitation, an operating system 214, one or more application  
10 programs 216 (e.g., multimedia application program 224), other program modules  
11 218, and program data 220. In accordance with the illustrated example  
12 embodiment of Fig. 2, operating system 214 includes an application program  
13 interface embodied as a render engine 222. As will be developed more fully  
14 below, render engine 222 is exposed to higher-level applications (e.g., 216) to  
15 automatically assemble filter graphs in support of user-defined development  
16 projects, e.g., media processing projects. Unlike conventional media processing  
17 systems, however, render engine 222 utilizes a scalable, dynamically  
18 reconfigurable matrix switch to reduce filter graph complexity, thereby reducing  
19 the computational and memory resources required to complete a development  
20 project. Various aspects of the innovative media processing system represented by  
21 a computer 200 implementing the innovative render engine 222 will be developed  
22 further, below.

23 Continuing with Fig. 2, a user may enter commands and information into  
24 computer 200 through input devices such as keyboard 238 and pointing device 240  
25 (such as a "mouse"). Other input devices may include a audio/video input

1 device(s) 253, a microphone, joystick, game pad, satellite dish, serial port, scanner,  
2 or the like (not shown). These and other input devices are connected to the  
3 processing unit(s) 202 through input interface(s) 242 that is coupled to bus 206,  
4 but may be connected by other interface and bus structures, such as a parallel port,  
5 game port, or a universal serial bus (USB).

6 A monitor 256 or other type of display device is also connected to bus 206  
7 via an interface, such as a video adapter 244. In addition to the monitor, personal  
8 computers typically include other peripheral output devices (not shown), such as  
9 speakers and printers, which may be connected through output peripheral interface  
10 246.

11 Computer 200 may operate in a networked environment using logical  
12 connections to one or more remote computers, such as a remote computer 250.  
13 Remote computer 250 may include many or all of the elements and features  
14 described herein relative to computer 200 including, for example, render engine  
15 222 and one or more development applications 216 utilizing the resources of  
16 render engine 222.

17 As shown in Fig. 2. computing system 200 is communicatively coupled to  
18 remote devices (e.g., remote computer 250) through a local area network (LAN)  
19 251 and a general wide area network (WAN) 252. Such networking environments  
20 are commonplace in offices, enterprise-wide computer networks, intranets, and the  
21 Internet.

22 When used in a LAN networking environment, the computer 200 is  
23 connected to LAN 251 through a suitable network interface or adapter 248. When  
24 used in a WAN networking environment, the computer 200 typically includes a  
25 modem 254 or other means for establishing communications over the WAN 252.

1 The modem 254, which may be internal or external, may be connected to the  
2 system bus 206 via the user input interface 242, or other appropriate mechanism.

3 In a networked environment, program modules depicted relative to the  
4 personal computer 200, or portions thereof, may be stored in a remote memory  
5 storage device. By way of example, and not limitation, Fig. 2 illustrates remote  
6 application programs 216 as residing on a memory device of remote computer  
7 250. It will be appreciated that the network connections shown and described are  
8 exemplary and other means of establishing a communications link between the  
9 computers may be used.

10 Turning next to **Fig. 3**, a block diagram of an example development system  
11 architecture is presented, in accordance with one embodiment of the present  
12 invention. In accordance with the illustrated example embodiment of Fig. 3,  
13 development system 300 is shown comprising one or more application program(s)  
14 216 coupled to render engine 222 via an appropriate communications interface  
15 302. As used herein, application program(s) 216 are intended to represent any of a  
16 wide variety of applications which may benefit from use of render engine 222  
17 such as, for example a media processing application 224.

18 The communications interface 302 is intended to represent any of a number  
19 of alternate interfaces used by operating systems to expose application program  
20 interface(s) to applications. According to one example implementation, interface  
21 302 is a component object model (COM) interface, as used by operating systems  
22 offered by Microsoft Corporation. As introduced above, COM interface 302  
23 provides a means by which the features of the render engine 222, to be described  
24 more fully below, are exposed to an application program 216.  
25



1 In accordance with the illustrated example implementation of Fig. 3, render  
2 engine 222 is presented comprising source filter(s) 304A-N, transform filter(s)  
3 306A-N and render filter 310, coupled together utilizing virtual pins to facilitate a  
4 user-defined media processing project. According to one implementation, the  
5 filters of system 300 are similar to the filters exposed in conventional media  
6 processing systems. According to one implementation, however, filters are not  
7 coupled via such interface pins. Rather, alternate implementations are envisioned  
8 wherein individual filters (implemented as objects) make calls to other objects,  
9 under the control of the render engine 222, for the desired input. Unlike  
10 conventional systems, however, render engine 222 exposes a scalable, dynamically  
11 reconfigurable matrix switch filter 308, automatically generated and dynamically  
12 configured by render engine 222 to reduce the computational and memory  
13 resource requirements often associated with development projects. As introduced  
14 above, the pins (input and/or output) are application interface(s) designed to  
15 communicatively couple other objects (e.g., filters).

16 In accordance with the example implementation of a media processing  
17 system, an application communicates with an instance of render engine 222 when  
18 the application 216 wants to process streaming media content. Render engine 222  
19 selectively invokes and controls an instance of filter graph manager (not shown) to  
20 automatically create a filter graph by invoking the appropriate filters (e.g., source,  
21 transform and rendering). As introduced above, the communication of media  
22 content between filters is achieved by either (1) coupling virtual output pins of one  
23 filter to the virtual input pins of requesting filter; or (2) by scheduling object calls  
24 between appropriate filters to communicate the requested information. As shown,  
25 source filter 304 receives streaming data from the invoking application or an

external source (not shown). It is to be appreciated that the streaming data can be obtained from a file on a disk, a network, a satellite feed, an Internet server, a video cassette recorder, or other source of media content. As introduced above, transform filter(s) 306 take the media content and processes it in some manner, before passing it along to render filter 310. As used herein, transform filter(s) 306 are intended to represent a wide variety of processing methods or applications that can be performed on media content. In this regard, transform filter(s) 306 may well include a splitter, a decoder, a sizing filter, a transition filter, an effects filter, and the like. The function of each of these filters is described more fully in the Griffiths application, introduced above, and generally incorporated herein by reference. The transition filter, as used herein, is utilized by render engine 222 to transition the rendered output from a first source to a second source. The effect filter is selectively invoked to introduce a particular effect (e.g., fade, wipe, audio distortion, etc.) to a media stream.

In accordance with one aspect of the embodiment, to be described more fully below, matrix switch filter 308 selectively passes media content from one or more of a scalable plurality of input(s) to a scalable plurality of output(s). Moreover, matrix switch 308 also supports implementation of a cascaded architecture utilizing feedback paths, i.e., wherein transform filters 306B, 306C, etc. coupled to the output of matrix switch 308 are dynamically coupled to one or more of the scalable plurality of matrix switch input(s). An example of this cascaded filter graph architecture is introduced in Fig. 3, and further explained in example implementations, below.

Typically, media processed through source, transform and matrix switch filters are ultimately passed to render filter 310, which provides the necessary

1 interface to a hardware device, or other location that accepts the renderer output  
2 format, such as a memory or disk file, or a rendering device.

3       **Fig. 4** is a graphical illustration of an example software-enabled matrix  
4 switch 308, according to one example embodiment of the present invention. As  
5 shown, the matrix switch 308 is comprised of a scalable plurality of input(s) 402  
6 and a scalable plurality of output(s) 404, wherein any one or more of the input(s)  
7 402 may be iteratively coupled to any one or more of the output(s) 404, based on  
8 the content of the matrix switch programming grid 406, automatically generated  
9 by render engine 222. According to an alternate implementation introduced  
10 above, switch matrix 308 is programmed by render engine 222 to dynamically  
11 generate object calls to communicate media content between filters. In addition,  
12 according to one implementation, matrix switch 308 includes a plurality of  
13 input/output (I/O) buffers 408, as well as means for maintaining source, or media  
14 time 410 and/or timeline, or project time 412. It is to be appreciated, however,  
15 that in alternate implementations matrix switch 308 does not maintain both source  
16 and project times, relying on an upstream filter to convert between these times. As  
17 will be developed more fully below, matrix switch 308 dynamically couples one or  
18 more of the scalable plurality of inputs 402 to one or more of the scalable plurality  
19 of outputs 404 based, at least in part, on the media time 410 and/or the project time  
20 412 and the content of matrix switch programming grid 406. In this regard, matrix  
21 switch 308 may be characterized as time-aware, supporting such advanced editing  
22 features as searching/seeking to a particular point (e.g., media time) in the media  
23 content, facilitating an innovative buffering process utilizing I/O buffers 408 to  
24 facilitate look-ahead processing of media content, and the like. Thus, it will be  
25 appreciated given the discussion to follow that introduction of the matrix switch

1 308 provides a user with an editing flexibility that was heretofore unavailable in a  
2 personal computer-based media processing system.

3 As introduced above, the inputs 402 and outputs 404 of matrix switch 308  
4 are interfaces which facilitate the time-sensitive routing of data (e.g., media  
5 content) in accordance with a user-defined development project. Matrix switch  
6 308 has a scalable plurality of inputs 402 and outputs 404, meaning that the  
7 number of inputs 402 and outputs 404 are individually generated to satisfy a given  
8 editing project. Insofar as each of the inputs/outputs (I/O) has an associated  
9 transfer buffer (preferably shared with an adjacent filter) to communicate media  
10 content, the scalability of the input/output serves to reduce the overall buffer  
11 memory consumed by an editing project. According to one implementation,  
12 output 1 is generally reserved as a primary output, e.g., coupled to a rendering  
13 filter (not shown).

14 According to one implementation, for each input 402 and output 404,  
15 matrix switch 308 attempts to be the allocator, or manager of the buffer associated  
16 with the I/O(s) shared with adjacent filters. One reason is to ensure that all of the  
17 buffers are of the same size and share common attributes so that a buffer  
18 associated with any input 402 may be shared with any output 404, thereby  
19 reducing the need to copy memory contents between individual buffers associated  
20 with such inputs/outputs. If matrix switch 308 cannot be an allocator for a given  
21 output (404), communication from an input (402) to that output is performed using  
22 a conventional memory copy operation between the individual buffers associated  
23 with the select input/output.

24 As introduced above, the matrix switch programming grid 406 is  
25 dynamically generated by render engine 222 based, at least in part, on the user-

1 defined development project. As will be developed below, render engine 222  
2 invokes an instance of filter graph manager to assemble a tree structure of an  
3 editing project, noting dependencies between source, filters and time to  
4 dynamically generate the programming grid 406. A data structure comprising an  
5 example programming grid 406 is introduced with reference to Fig. 5, below.

6 Turning briefly to **Fig. 5**, a graphical representation of a data structure  
7 comprising an example programming grid 406 is presented, in accordance with  
8 one embodiment of the present invention. In accordance with the illustrated  
9 example embodiment of Fig. 5, programming grid 406 is depicted as a two-  
10 dimensional data structure comprising a column along the y-axis 502 of the grid  
11 denoting input pins associated with a content chain (e.g., series of filters to process  
12 media content) of the development project. The top row along the x-axis 504 of  
13 the data structure denotes project time. With these grid “borders”, the body 506 of  
14 the grid 406 is populated with output pin assignments, denoting which input pin is  
15 coupled to which output pin during execution of the development project. In this  
16 way, render engine 222 dynamically generates and facilitates matrix switch 308.  
17 Those skilled in the art will appreciate, however, that data structures of greater or  
18 lesser complexity may well be used in support of the programming grid 406  
19 without deviating from the spirit and scope of the present invention.

20 Returning to Fig. 4, matrix switch 308 is also depicted with a plurality of  
21 input/output buffers 408, shared among all of the input(s)/output(s) (402, 404) to  
22 facilitate advanced processing features. That is, while not required to implement  
23 the core features of matrix switch 308, I/O buffers 408 facilitate a number of  
24 innovative performance enhancing features to improve the performance (or at least  
25 the user’s perception of performance) of the processing system, thereby providing

1 an improved user experience. According to one implementation, I/O buffers 408  
2 are separate from the buffers assigned to each individual input and output pin in  
3 support of communication through the switch. According to one implementation,  
4 I/O buffers 408 are primarily used to foster look-ahead processing of the project.  
5 Assume, for example, that a large portion of the media processing project required  
6 only 50% of the available processing power, while some smaller portion required  
7 150% of the available processing power. Implementation of the shared I/O buffers  
8 408 enable filter graph manager to execute tasks ahead of schedule and buffer this  
9 content in the shared I/O buffers 408 until required. Thus, when execution of the  
10 filter graph reaches a point where more than 100% of the available processing  
11 power is required, the processing system can continue to supply content from the  
12 I/O buffers 408, while the system completes execution of the CPU-intensive tasks.  
13 If enough shared buffer space is provided, the user should never know that some  
14 tasks were not performed in real-time. According to one implementation, shared  
15 buffers 408 are dynamically split into two groups by render engine 222, a first  
16 group supports the input(s) 402, while a second (often smaller) group is used in  
17 support of a primary output (e.g., output pin 1) to facilitate a second, independent  
18 output processing thread. The use of an independent output buffers the render  
19 engine from processing delays that might occur in upstream and/or downstream  
20 filters, as discussed above. It will be appreciated by those skilled in the art that  
21 such that matrix switch 308 and the foregoing described architecture beneficially  
22 suited to support media streaming applications.

23 As introduced above, the filter graph is time-aware in the sense that media  
24 (source) time and project execution time are maintained. According to one  
25 implementation, matrix switch 308 maintains at least the project clock, while an

1 upstream filter maintains the source time, converting between source and project  
2 time for all downstream filters (i.e., including the matrix switch 308). According  
3 to one implementation, the frame rate converter filter of a filter graph is  
4 responsible for converting source time to project time, and vice versa, i.e.,  
5 supporting random seeks, etc. Alternatively, matrix switch 308 utilizes an  
6 integrated set of clock(s) to independently maintain project and media times.

7 Having introduced the architectural and operational elements of matrix  
8 switch filter 308, **Fig. 6** graphically illustrates an example filter graph  
9 implementation incorporating the innovative matrix switch 308. In accordance  
10 with the illustrated example embodiment, filter graph 600 is generated by render  
11 engine 222 in response to a user defined development project. Unlike the lengthy  
12 linear filter graphs typical of convention development systems however, filter  
13 graph 600 is shown incorporating a matrix switch filter 308 to recursively route  
14 the pre-processed content (e.g., through filters 602, 606, 610, 614 and 618,  
15 described more fully below) through a user-defined number of transform filters  
16 including, for example, transition filter(s) 620 and effects filter(s) 622. Moreover,  
17 as will be developed more fully below, the scalable nature of matrix switch filter  
18 308 facilitates such iterative processing for any number of content threads, tracks  
19 or compositions.

20 According to one implementation, a matrix switch filter 308 can only  
21 process one type of media content, of the same size and at the same frame-rate  
22 (video) or modulation type/schema (audio). Thus, Fig. 6 is depicted comprising  
23 pre-processing filters with a parser filter 606 to separate, independent content  
24 type(s) (e.g., audio content and video content), wherein one of the media types  
25 would be processed along a different path including a separate instance of matrix

1 switch 308. Thus, in accordance with the illustrated example embodiment of a  
2 media processing system, processing multimedia content including audio and  
3 video would utilize two (2) matrix switch filters 308, one dedicated to audio  
4 processing (not shown) and one dedicated to video processing. That is not to say,  
5 however, that multiple switch filters 308 could not be used (e.g., two each for  
6 audio and video) for each content type in alternate implementations. Similarly, it  
7 is anticipated that in alternate implementations a matrix switch 308 that accepts  
8 multiple media types could well be used without deviating from the spirit and  
9 scope of the present invention.

10 In addition filter graph 600 includes a decoder filter 610 to decode the  
11 media content. Resize filter 614 is employed when matrix switch 308 is to receive  
12 content from multiple sources, ensuring that the size of the received content is the  
13 same, regardless of the source. According to one implementation, resize filter 614  
14 is selectively employed in video processing paths to adjust the media size of  
15 content from one or more sources to a user-defined level. Alternatively, resizer  
16 filter 614 adjusts the media size to the largest size provided by any one or more  
17 media sources. That is, if, for example, render engine 222 identifies the largest  
18 required media size (e.g., 1270x1040 video pixels per frame) and, for any content  
19 source not providing content at this size, the content is modified (e.g., stretched,  
20 packed, etc.) to fill this size requirement. The frame rate converter (FRC) and  
21 pack filter 618, introduced above, ensures that video content from the multiple  
22 sources is arriving at the same frame rate, e.g., ten (10) frames per second. As  
23 introduced above, the FRC also maintains the distinction between source time and  
24 project time.  
25



1 In accordance with one aspect of the present invention, filter graph 600 is  
2 depicted utilizing a single, negotiated buffer 604, 608, 612, 616, etc. between  
3 adjacent filters. In this regard, render engine 222 reduces the buffer memory  
4 requirements in support of a development project.

5 From the point of pre-processing (filters 602, 606, 610, 614, 618), rather  
6 than continue a linear filter graph incorporating all of the transition 620 and effect  
7 622 filter(s), render engine 222 utilizes a cascade architecture, recursively passing  
8 media content through the matrix switch 308 to apply to the transform filter(s)  
9 (e.g., 620, 622, etc.) to complete the execution of the development project. It will  
10 be appreciated by those skilled in the art that the ability to recursively pass media  
11 content through one or more effect and/or transition filters provided by the matrix  
12 switch filter 308 greatly reduces the perceived complexity of otherwise large filter  
13 graphs, while reducing memory and computational overhead.

14 Turning to **Fig. 7**, a flow chart of an example method for generating a filter  
15 graph is presented, in accordance with one aspect of the present invention. The  
16 method 700 begins with block 702 wherein render engine 222 receives an  
17 indication to generate a filter graph representing a user-defined development  
18 project (e.g., a media editing project). According to one example implementation,  
19 the indication is received from an application 224 via COM interface(s) 302.

20 In block 704, render engine 222 facilitates generation of the editing project,  
21 identifying the number and type of media sources selected by the user. In block  
22 706, based at least in part on the number and/or type of media sources, filter graph  
23 manger 222 exposes source, transform and rendering filter(s) to effect a user  
24 defined media processing project, while beginning to establish a programming  
25 grid 406 for the matrix switch filter 308.

1 In block 708, reflecting user editing instructions, render engine 222  
2 completes the programming grid 406 for matrix switch 308, identifying which  
3 inputs 402 are to be coupled to which outputs 404 at particular project times.

4 Based, at least in part, on the programming grid 406 render engine 222  
5 generates a matrix switch filter 308 with an appropriate number of input 402 and  
6 output 404 pins to effect the project, and assembles the filter graph, block 710.

7 In block 712, to reduce the buffer memory requirements for the processing  
8 project, the render engine 222 instructs the filters populating the filter graph to  
9 (re)negotiate buffer memory requirements between filters. That is, adjacent filters  
10 attempt to negotiate a size and attribute standard so that a single buffer can be  
11 utilized to couple each an output pin of one filter to an input pin of a downstream  
12 filter. An example implementation of the buffer negotiation process of block 712  
13 is presented in greater detail with reference to Fig. 8.

14 Turning briefly to Fig. 8, an example method of negotiating buffer  
15 requirements between adjacent filters is presented, in accordance with one  
16 example implementation of the present invention. Once the final connection is  
17 established to matrix switch 308, matrix switch 308 identifies the maximum buffer  
18 requirements for any filter coupled to any of its pins (input 402 and/or output 404),  
19 block 802. According to one implementation, the maximum buffer requirements  
20 are defined as the lowest common multiple of buffer alignment requirements, and  
21 the maximum of all the pre-fix requirements of the filter buffers.

22 In block 804, matrix switch 308 selectively removes one or more existing  
23 filter connections to adjacent filters. Matrix switch 308 then reconnects all of its  
24 pins to adjacent filters using a common buffer size between each of the pins, block  
25 806. In block 808, matrix switch 308 negotiates to be the allocator for all of its

1 pins (402, 404). If the matrix switch 308 cannot, for whatever reason, be the  
2 allocator for any of its input pins 402 minimal loss to performance is encountered,  
3 as the buffer associated with the input pin will still be compatible with any  
4 downstream filter (i.e., coupled to an output pin) and, thus, the buffer can still be  
5 passed to the downstream filter without requiring a memory copy operation. If,  
6 however, matrix switch 308 cannot be an allocator for one of its output pins 404,  
7 media content must then be transferred to at least the downstream filter associated  
8 with that output pin using a memory copy operation, block 810.

9 In block 812, once the matrix switch 308 has re-established its connection  
10 to adjacent filters, render engine 222 restores the connection in remaining filters  
11 using negotiated buffer requirements emanating from the matrix switch filter 308  
12 buffer negotiations. Once the connections throughout the filter graph have been  
13 reconnected, the process continues with block 714 of Fig. 7.

14 In block 714 (Fig. 7), have re-established the connections between filters,  
15 render engine 222 is ready to implement a user's instruction to execute the media  
16 processing project.

### 17 18 **Example Operation and Implementation(s)**

19 The matrix switch described above is quite useful in that it allows multiple  
20 inputs to be directed to multiple outputs at any one time. These input can compete  
21 for a matrix switch output. The embodiments described below permit these  
22 competing inputs to be organized so that the inputs smoothly flow through the  
23 matrix switch to provide a desired output. And, while the inventive programming  
24 techniques are described in connection with the matrix switch as such is employed  
25 in the context of multi-media editing projects, it should be clearly understood that

1 application of the inventive programming techniques and structures should not be  
2 so limited only to application in the field of multi-media editing projects or, for  
3 that matter, multi-media applications or data streams. Accordingly, the principles  
4 about to be discussed can be applied to other fields of endeavor in which multiple  
5 inputs can be characterized as competing for a particular output during a common  
6 time period.

7 In the multi-media example below, the primary output of the matrix switch  
8 is a data stream that defines an editing project that has been created by a user.  
9 Recall that this editing project can include multiple different sources that are  
10 combined in any number of different ways, and the sources that make up a project  
11 can comprise audio sources, video sources, or both. The organization of the inputs  
12 and outputs of the matrix switch are made manageable, in the examples described  
13 below, by a data structure that permits the matrix switch to be programmed.

14 Fig. 9 shows an overview of a process that takes a user-defined editing  
15 project and renders from it a data structure that can be used to program the matrix  
16 switch.

17 Specifically, a user-defined editing project is shown generally at 900.  
18 Typically, when a user creates an editing project, they can select from a number of  
19 different multimedia clips that they can then assemble into a unique presentation.  
20 Each individual clip represents a *source* of digital data or a source stream (e.g.,  
21 multimedia content). Projects can include one or more sources 902. In defining  
22 their project, a user can operate on sources in different ways. For example, video  
23 sources can have *transitions* 904 and *effects* 906 applied on them. A transition  
24 object is a way to change between two or more sources. As discussed above, a  
25 transition essentially receives as input, two or more streams, operates on them in

1 some way, and produces a single output stream. An exemplary transition can  
2 comprise, for example, fading from one source to another. An effect object can  
3 operate on a single source or on a composite of sources. An effect essentially  
4 receives a single input stream, operates on it in some way, and produces a single  
5 output stream. An exemplary effect can comprise a black-and-white effect in  
6 which a video stream that is configured for presentation in color format is  
7 rendered into a video stream that is configured for presentation in black and white  
8 format. Unlike conventional effect filters, effect object 906 may well perform  
9 multiple effect tasks. That is, in accordance with one implementation, an effect  
10 object (e.g., 906) may actually perform multiple tasks on the received input  
11 stream, wherein said tasks would require multiple effect filters in a conventional  
12 filter graph system.

13 An exemplary user interface 908 is shown and represents what a user might  
14 see when they produce a multimedia project with software executing on a  
15 computer. In this example, the user has selected three sources A, B, and C, and  
16 has assembled the sources into a project timeline. The project timeline defines  
17 when the individual sources are to be rendered, as well as when any transitions  
18 and/or effects are to occur.

19 In the discussion that follows, the notion of a *track* is introduced. A track  
20 can contain one or more sources or source clips. If a track contains more than one  
21 source clip, the source clips cannot overlap. If source clips are to overlap (e.g.  
22 fading from one source to another, or having one source obscure another), then  
23 multiple tracks are used. A track can thus logically represent a layer on which  
24 sequential video is produced. User interface 908 illustrates a project that utilizes  
25 three tracks, each of which contains a different source. In this particular project

1 source A will show for a period of time. At a defined time in the presentation,  
2 source A is obscured by source B. At some later time, source B transitions to  
3 source C.

4 In accordance with the described embodiment, the user-defined editing  
5 project 900 is translated into a data structure 910 that represents the project. In the  
6 illustrated and described example, this data structure 910 comprises a tree  
7 structure. It is to be understood, however, that other data structures could be used.  
8 The use of tree structures to represent editing projects is well-known and is not  
9 described here in any additional detail. Once the data structure 910 is defined, it is  
10 processed to provide a data structure 912 that is utilized to program the matrix  
11 switch. In the illustrated and described embodiment, data structure 912 comprises  
12 a grid from which the matrix switch can be programmed. It is to be understood  
13 and appreciated that other data structures and techniques could, however, be used  
14 to program the matrix switch without departing from the spirit and scope of the  
15 claimed subject matter.

16 The processing that takes place to define data structures 910 and 912 can  
17 take place using any suitable hardware, software, firmware, or combination  
18 thereof. In the examples set forth below, the processing takes place utilizing  
19 software in the form of a video editing software package that is executable on a  
20 general purpose computer.

### 22 Example Project

23 For purposes of explanation, consider Fig. 10 which shows project 908  
24 from Fig. 9 in a little additional detail. Here, a time line containing numbers 0-16  
25 is provided adjacent the project to indicate when particular sources are to be seen

and when transitions and effects (when present) are to occur. In the examples in this document, the following convention exists with respect to projects, such as project 908. A priority exists for video portions of the project such that as one proceeds from top to bottom, the priority increases. Thus, in the Fig. 10 example, source A has the lowest priority followed by source B and source C. Thus, if there is an overlap between higher and lower priority sources, the higher priority source will prevail. For example, source B will obscure source A from between  $t = 4-8$ .

In this example, the following can be ascertained from the project 908 and time line: from time  $t=0-4$  source A should be routed to the matrix switch's primary output; from  $t=4-12$  source B should be routed to the matrix switch's primary output; from  $t=12-14$  there should be a transition between source B and source C which should be routed to the matrix switch's primary output; and from  $t=14-16$  source C should be routed to the matrix switch's primary output. Thus, relative to the matrix switch, each of the sources and the transition can be characterized by where it is to be routed at any given time. Consider, for example, the table just below:

Object	Routing for a given time
C	$t = 0-12$ (nowhere); $t = 12-14$ (transition); $t = 14-16$ (primary output)
B	$t = 0-4$ (nowhere); $t = 4-12$ (primary output); $t = 12-14$ (transition); $t = 14-16$ (nowhere)
A	$t = 0-4$ (primary output); $t = 4-16$ (nowhere)
Transition	$t = 0-12$ (nowhere); $t = 12-14$ (primary output); $t = 14-16$ (nowhere)

Fig. 11 shows an exemplary matrix switch 1100 that can be utilized in the presentation of the user's project. Matrix switch 1100 comprises multiple inputs and multiple outputs. Recall that a characteristic of the matrix switch 1100 is that any of the inputs can be routed to any of the outputs at any given time. A transition element 1102 is provided and represents the transition that is to occur between sources B and C. Notice that the matrix switch includes four inputs numbered 0-3 and three outputs numbered 0-2. Inputs 0-2 correspond respectively to sources A-C, while input 3 corresponds to the output of the transition element 1102. Output 0 corresponds to the switch's primary output, while outputs 1 and 2 are routed to the transition element 1102.

The information that is contained in the table above is the information that is utilized to program the matrix switch. The discussion presented below describes but one implementation in which the information contained in the above table can be derived from the user's project time line.

Recall that as a user edits or creates a project, software that comprises a part of their editing software builds a data structure that represents the project. In the Fig. 9 overview, this was data structure 910. In addition to building the data structure that represents the editing project, the software also builds and configures a matrix switch that is to be used to define the output stream that embodies the project. Building and configuring the matrix switch can include building the appropriate graphs (e.g., a collection of software objects, or filters) that are associated with each of the sources and associating those graphs with the correct inputs of the matrix switch. In addition, building and configuring the matrix switch can also include obtaining and incorporating additional appropriate filters



1 with the matrix switch, e.g. filters for transitions, effects, and mixing (for audio  
2 streams). This will become more apparent below.

3 Fig. 12 shows a graphic representation of an exemplary data structure 1200  
4 that represents the project of Fig. 10. Here, the data structure comprises a  
5 traditional hierarchical tree structure. Any suitable data structure can, however, be  
6 utilized. The top node 1202 constitutes a *group* node. A *group* encapsulates a type  
7 of media. For example, in the present example the media type comprises video.  
8 Another media type is audio. The group node can have child nodes that are either  
9 tracks or composites. In the present example, three track nodes 1204, 1206, and  
10 1208 are shown. Recall that each track can have one or more sources. If a track  
11 comprises more than one source, the sources cannot overlap. Here, all of the  
12 sources (A, B, and C) overlap. Hence, three different tracks are utilized for the  
13 sources. In terms of priority, the lowest priority source is placed into the tree  
14 furthest from the left at 1204a. The other sources are similarly placed. Notice that  
15 source C (1208a) has a transition 1210 associated with it. A transition object, in  
16 this example, defines a two-input/one output operation. When applied to a track  
17 or a composition (discussed below in more detail), the transition object will  
18 operate between the track to which it has been applied, and any objects that are  
19 beneath it in priority and at the same level in the tree. A "tree level" has a  
20 common depth within the tree and belongs to the same parent. Accordingly, in  
21 this example, the transition 1210 will operate on a source to the left of the track on  
22 which source C resides, and beneath it in priority, i.e. source B. If the transition is  
23 applied to any object that has nothing beneath it in the tree, it will transition from  
24 blackness (and/or silence if audio is included).

1       Once a data structure representing the project has been built, in this case a  
2 hierarchical tree structure, a rendering engine processes the data structure to  
3 provide another data structure that is utilized to program the matrix switch. In the  
4 Fig. 9 example, this additional data structure is represented at 912. It will be  
5 appreciated and understood that the nodes of tree 1200 can include so-called meta  
6 information such as a name, ID, and a time value that represents when that  
7 particular node's object desires to be routed to the output, e.g. node 1204a would  
8 include an identifier for the node associating it with source A, as well as a time  
9 value that indicates that source A desires to be routed to the output from time  $t = 0$ -  
10 8. This meta information is utilized to build the data structure that is, in turn,  
11 utilized to program the matrix switch.

12       In the example about to be described below, a specific data structure in the  
13 form of a grid is utilized. In addition, certain specifics are described with respect  
14 to how the grid is processed so that the matrix switch can be programmed. It is to  
15 be understood that the specific described approach is for exemplary purposes only  
16 and is not intended to limit application of the claims. Rather, the specific approach  
17 constitutes but one way of implementing broader conceptual notions embodied by  
18 the inventive subject matter.

19       Figs. 13-18 represent a process through which the inventive grid is built. In  
20 the grid about to be described, the  $x$  axis represents time, and the  $y$  axis represents  
21 layers in terms of priority that go from lowest (at the top of the grid) to highest (at  
22 the bottom of the grid). Every row in the grid represents the video layer.  
23 Additionally, entries made within the grid represent output pins of the matrix  
24 switch. This will become apparent below.  
25

1 The way that the grid is built in this example is that the rendering engine  
2 does a traversal operation on the tree 1200. In this particular example, the  
3 traversal operation is known as a “depth-first, left-to-right” traversal. This  
4 operation will layerize the nodes so that the leftmost track or source has the lowest  
5 priority and so on. Doing the above-mentioned traversal on tree 1200 (Fig. 12),  
6 the first node encountered is node 1204 which is associated with source A. This is  
7 the lowest priority track or source. A first row is defined for the grid and is  
8 associated with source A. After the first grid row is defined, a grid entry is made  
9 and represents the time period for which source A desires to be routed to the  
10 matrix switch’s primary output.

11 Fig. 13 shows the state of a grid 1300 after this first processing step.  
12 Notice that from time  $t = 0-8$ , a “0” has been placed in the grid. The “0”  
13 represents the output pin of the matrix switch—in this case the primary output.  
14 Next, the traversal encounters node 1206 (Fig. 12) which is associated with source  
15 B. A second row is thus defined for the grid and is associated with source B.  
16 After the second grid row is defined, a grid entry is made and represents the time  
17 period for which source B desires to be routed to the matrix switch’s primary  
18 output.

19 Fig. 14 shows the state of grid 1300 after this second processing step.  
20 Notice that from time  $t = 4-14$ , a “0” has been placed in the grid. Notice at this  
21 point that something interesting has occurred which will be resolved below. Each  
22 of the layers has a common period of time (i.e.  $t = 4-8$ ) for which it desires to be  
23 routed to the matrix switch’s primary output. However, because of the nature of  
24 the matrix switch, only one input can be routed to the primary output at a time.  
25 Next, the traversal encounters node 1208 (Fig. 12) which is associated with source

1 C. In this particular processing example, a rule is defined that sources on tracks  
2 are processed before transitions on the tracks are processed because transitions  
3 operate on two objects that are beneath them. A third row is thus defined for the  
4 grid and is associated with source C. After the third row is defined, a grid entry is  
5 made and represents the time period for which source C desires to be routed to the  
6 matrix switch's primary output.

7 Fig. 15 shows the state of grid 1300 after this third processing step. Notice  
8 that from time  $t = 12-16$ , a "0" has been placed in the grid. Next, the traversal  
9 encounters node 1210 (Fig. 12) which corresponds to the transition. Thus, a fourth  
10 row is defined in the grid and is associated with the transition. After the fourth  
11 row is defined, a grid entry is made and represents the time period for which the  
12 transition desires to be routed to the matrix switch's primary output.

13 Fig. 16 shows the state of grid 1300 after this fourth processing step.  
14 Notice that from time  $t = 12-14$ , a "0" has been placed in the grid for the transition  
15 entry. The transition is a special grid entry. Recall that the transition is  
16 programmed to operate on two inputs and provide a single output. Accordingly,  
17 starting at the transition entry in the grid and working backward, each of the  
18 entries corresponding to the same tree level are examined to ascertain whether  
19 they contain entries that indicate that they want to be routed to the output during  
20 the same time that the transition is to be routed to the output. If grid entries are  
21 found that conflict with the transition's grid entry, the conflicting grid entry is  
22 changed to a value to corresponds to an output pin that serves as an input to the  
23 transition element 1102 (Fig. 11). This is essentially a redirection operation. In  
24 the illustrated grid example, the transition first finds the level that corresponds to  
25 source C. This level conflicts with the transition's grid entry for the time period  $t$

= 12-14. Thus, for this time period, the grid entry for level C is changed to a switch output that corresponds to an input for the transition element. In this example, a "2" is placed in the grid to signify that for this given time period, this input is routed to output pin 2. Similarly, continuing up the grid, the next level that conflicts with the transition's grid entry is the level that corresponds to source B. Thus, for the conflicting time period, the grid entry for level B is changed to a switch output that corresponds to an input for the transition element. In this example, a "1" is placed in the grid to signify that for this given time period, this input is routed to output pin 1 of the matrix switch.

Fig. 17 shows the state of the grid at this point in the processing. Next, a pruning function is implemented which removes any other lower priority entry that is contending for the output with a higher priority entry. In the example, the portion of A from  $t=4-8$  gets removed because the higher priority B wants the output for that time.

Fig. 18 shows the grid with a cross-hatched area that signifies that portion of A's grid entry that has been removed.

At this point, the grid is in a state in which it can be used to program the matrix switch. The left side entries -- A, B, C, and TRANS represent input pin numbers 0, 1, 2, and 3 (as shown) respectively, on the matrix switch shown in Fig. 11. The output pin numbers of the matrix switch are designated at 0, 1, and 2 both on the switch in Fig. 11 and within the grid in Fig. 18. As one proceeds through the grid, starting with source A, the programming of the matrix switch can be ascertained as follows: A is routed to output pin 0 of the matrix switch (the primary output) from  $t = 0-4$ . From  $t = 4-16$ , A is not routed to any output pins. From  $t = 0-4$ , B is not routed to any of the output pins of the matrix switch. From  $t$

1 = 4-12, B is routed to the primary output pin 0 of the matrix switch. From  $t = 12$ -  
2 14, B is routed to output pin 1 of the matrix switch. Output pin 1 of the matrix  
3 switch corresponds to one of the input pins for the transition element 1102 (Fig.  
4 11). From  $t = 14$ -16, B is not routed to any of the output pins of the matrix switch.  
5 From  $t = 0$ -12, C is not routed to any of the output pins of the matrix switch. From  
6  $t = 12$ -14, C is routed to output pin 2 of the matrix switch. Output pin 2 of the  
7 matrix switch corresponds to one of the input pins for the transition element 302  
8 (Fig. 3). From  $t = 12$ -14 the transition element (input pin 3) is routed to output pin  
9 0. From  $t = 14$ -16, C is routed to output pin 0 of the matrix switch.

10 As alluded to above, one of the innovative aspects of the matrix switch 308  
11 is its ability to seek to any point in a source, without having to process the  
12 intervening content serially through the filter. Rather, matrix switch 308 identifies  
13 an appropriate transition point and dumps at least a subset of the intervening  
14 content, and continues processing from the sought point in the content.

15 The ability of the matrix switch 308 to seek to any point in the media  
16 content gives rise to certain performance enhancement heretofore unavailable in  
17 computer implemented media processing systems. For example, generation of a  
18 filter graph by render engine 222 may take into account certain performance  
19 characteristics of the media processing system which will execute the user-defined  
20 media processing project. In accordance with this example implementation,  
21 render engine 222 may access and analyze the system registry of the operating  
22 system, for example, to ascertain the performance characteristics of hardware  
23 and/or software elements of the computing system implementing the media  
24 processing system, and adjust the filter graph construction to improve the  
25 perceived performance of the media processing system by the user. Nonetheless,

1 there will always be a chance that a particular instance of a filter graph will not be  
2 able to process the media stream fast enough to provide the desired output at the  
3 desired time, i.e., processing of the media stream bogs down leading to delays at  
4 the rendering filter. In such a case, matrix switch 308 will recognize that it is not  
5 receiving media content at the appropriate project time, and may skip certain  
6 sections of the project in an effort to "catch-up" and continue the remainder of the  
7 project in real time. According to one implementation, when matrix switch 308  
8 detects such a lag in processing, it will analyze the degree of the lag and issue a  
9 seek command to the source (through the source processing chain) to a future  
10 point in the project, where processing continues without processing any further  
11 content prior to the sought point.

12 Thus, for the editing project depicted in Fig. 10, the processing described  
13 above first builds a data structure (i.e. data structure 1200 in Fig. 12) that  
14 represents the project in hierarchical space, and then uses this data structure to  
15 define or create another data structure that can be utilized to program the matrix  
16 switch.

17 Fig. 19 is a flow diagram that describes steps in a method in accordance  
18 with the described embodiment. The method can be implemented in any suitable  
19 hardware, software, firmware, or combination thereof. In the illustrated and  
20 described embodiment, the method is implemented in software.

21 Step 1900 provides a matrix switch. An exemplary matrix switch is  
22 described above. Step 1902 defines a first data structure that represents the editing  
23 project. Any suitable data structure can be used, as will be apparent to those of  
24 skill in the art. In the illustrated and described embodiment, the data structure  
25 comprises a hierarchical tree structure having nodes that can represent tracks

(having one or more sources), composites, transitions and effects. Step 1904 processes the first data structure to provide a second data structure that is configured to program the matrix switch. Any suitable data structure can be utilized to implement the second data structure. In the illustrated and described embodiment, a grid structure is utilized. Exemplary processing techniques for processing the first data structure to provide the second data structure are described above. Step 1906 then uses the second data structure to program the matrix switch.

#### Example Project with a Transition and an Effect

Consider project 2000 depicted in Fig. 20. In this project there are three tracks, each of which contains a source, i.e. source A, B and C. This project includes an effect applied on source B and a transition between sources B and C. The times are indicated as shown.

As the user creates their project, a data structure representing the project is built. Fig. 21 shows an exemplary data structure in the form of a hierarchical tree 2100 that represents project 2000. There, the data structure includes three tracks, each of which contains one of the sources. The sources are arranged in the tree structure in the order of their priority, starting with the lowest priority source on the left and proceeding to the right. There is an effect (i.e. "Fx") that is attached to or otherwise associated with source B. Additionally, there is a transition attached to or otherwise associated with source C.

In building the grid for project 2000, the following rule is employed for effects. An effect, in this example, is a one-input/one-output object that is applied to one object—in this case source B. When the effect is inserted into the grid, it



1 looks for any one object beneath it in priority that has a desire to be routed to the  
2 primary output of the matrix switch at the same time. When it finds a suitable  
3 object, it redirects that object's output from the matrix switch's primary output to  
4 an output associated with the effect.

5 As an example, consider Fig. 22 and the grid 2200. At this point in the  
6 processing of tree 2100, the rendering engine has incorporated entries in the grid  
7 corresponding to sources A, B and the effect. It has done so by traversing the tree  
8 2100 in the above-described way. In this example, the effect has already looked  
9 for an object beneath it in priority that is competing for the primary output of the  
10 matrix switch. It found an entry for source B and then redirected B's grid entry to  
11 a matrix switch output pin that corresponds to the effect—here output pin 1.

12 As the render engine 222 completes its traversal of tree 2100, it completes  
13 the grid. Fig. 23 shows a completed grid 2200. Processing of the grid after that  
14 which is indicated in Fig. 22 takes place substantially as described above with  
15 respect to the first example. Summarizing, this processing though: after the effect  
16 is entered into the grid and processed as described above, the traversal of tree 2100  
17 next encounters the node associated with source C. Thus, a row is added in the  
18 grid for source C and an entry is made to indicate that source C desires the output  
19 from  $t = 12-16$ . Next, the tree traversal encounters the node associated with the  
20 transition. Accordingly, a row is added to the grid for the transition and a grid  
21 entry is made to indicate that the transition desires the output from  $t = 12-14$ .  
22 Now, as described above, the grid is examined to find two entries, lower in  
23 priority than the transition and located at the same tree level as the transition, that  
24 compete for the primary output of the matrix switch. Here, those entries  
25 correspond to the grid entries for the effect and source C that occur from  $t = 12-14$ .

1 These grid entries are thus redirected to output pins of the matrix switch 308 that  
2 correspond to the transition—here pins 2 and 3 as indicated. Next, the grid is  
3 pruned which, in this example, removes a portion of the grid entry corresponding  
4 to source A for  $t = 4-8$  because of a conflict with the higher-priority entry for  
5 source B.

6 Fig. 24 shows the resultant matrix switch that has been built and configured  
7 as the grid was being processed above. At this point, the grid can be used to  
8 program the matrix switch. From the grid picture, it is very easy to see how the  
9 matrix switch 308 is going to be programmed. Source A will be routed to the  
10 matrix switch's primary output (pin 0) from  $t = 0-4$ ; source B will be redirected to  
11 output pin 1 (effect) from  $t = 4-14$  and the effect on B will be routed to the output  
12 pin 0 from  $t = 4-12$ . From  $t = 12-14$ , the effect and source C will be routed to  
13 output pins corresponding to the transition (pins 2 and 3) and, accordingly, during  
14 this time the transition (input pin 4) will be routed to the primary output (output  
15 pin 0) of the matrix switch. From  $t = 14-16$ , source C will be routed to the primary  
16 output of the matrix switch.

17 It will be appreciated that as the software, in this case the render engine  
18 222, traverses the tree structure that represents a project, it also builds the  
19 appropriate graphs and adds the appropriate filters and graphs to the matrix switch.  
20 Thus, for example, as the render engine 222 encounters a tree node associated with  
21 source A, in addition to adding an entry to the appropriate grid, the software builds  
22 the appropriate graphs (i.e. collection of linked filters), and associates those filters  
23 with an input of the matrix switch. Similarly, when the render engine 222  
24 encounters an effect node in the tree, the software obtains an effect object or filter  
25 and associates it with the appropriate output of the matrix switch. Thus, in the

1 above examples, traversal of the tree structure representing the project also enables  
2 the software to construct the appropriate graphs and obtain the appropriate objects  
3 and associate those items with the appropriate inputs/outputs of the matrix switch  
4 308. Upon completion of the tree traversal and processing of the grid, an  
5 appropriate matrix switch has been constructed, and the programming (i.e. timing)  
6 of inputs to outputs for the matrix switch has been completed.

### 8 **Treatment of “blanks” in a Project**

9 There may be instances in a project when a user leaves a blank in the  
10 project time line. During this blank period, no video or audio is scheduled for  
11 play.

12 Fig. 25 shows a project that has such a blank incorporated therein. If there  
13 is such a blank left in a project, the software is configured to obtain a “black”  
14 source and associate the source with the matrix switch at the appropriate input pin.  
15 The grid is then configured when it is built to route the black source to the output  
16 at the appropriate times and fade from the black (and silent) source to the next  
17 source at the appropriate times. The black source can also be used if there is a  
18 transition placed on a source for which there is no additional source from which to  
19 transition.

### 21 **Audio Mixing**

22 In the examples discussed above, sources comprising video streams were  
23 discussed. In those examples, at any one time, only two video streams were  
24 combined into one video stream. However, each project can, and usually does  
25 contain an audio component. Alternately, a project can contain only an audio

1 component. The audio component can typically comprise a number of different  
2 audio streams that are combined. The discussion below sets forth but one way of  
3 processing and combining audio streams.

4 In the illustrated example, there is no limit on the number of audio streams  
5 that can be combined at any one time.

6 Suppose, for example, there is an audio project that comprises 5 tracks, A-  
7 E. Fig. 26 shows an exemplary project. The shaded portions of each track  
8 represent the time during which the track is not playing. So, for example, at  $t=0-4$ ,  
9 tracks B, D, and E are mixed together and will play. From  $t = 4-10$ , tracks A-E are  
10 mixed together and will play, and the like.

11 Fig. 27 shows the grid for this project at 2700. Since we are dealing with  
12 this composition now, all of the effects and transitions including the audio mixing  
13 are only allowed to affect things in this composition. Thus, there is the concept of  
14 a boundary 2702 that prevents any actions or operations in this composition from  
15 affecting any other grid entries. Note that there are other entries in the grid and  
16 that the presently-illustrated entries represent only those portions of the project  
17 that relate to the audio mixing function.

18 Grid 2700 is essentially set up in a manner similar to that described above  
19 with respect to the video projects. That is, for each track, a row is added to the  
20 grid and a grid entry is made for the time period during which the source on that  
21 track desires to be routed to the primary output of the matrix switch. In the  
22 present example, grid entries are made for sources A-E. Next, in the same way  
23 that a transition or effect was allocated a row in the grid, a "mix" element is  
24 allocated a row in the grid as shown and a grid entry is made to indicate that the  
25 mix element desires to be routed to the primary output of the matrix switch for a

1 period of time during which two or more sources compete for the matrix switch's  
2 primary output. Note that in this embodiment, allocation of a grid row for the mix  
3 element can be implied. Specifically, whereas in the case of a video project,  
4 overlapping sources simply result in playing the higher priority source (unless the  
5 user defines a transition between them), in the audio realm, overlapping sources  
6 are treated as an implicit request to mix them. Thus, the mix element is allocated a  
7 grid row any time there are two or more overlapping sources.

8 Once the mix element is allocated into the grid, the grid is processed to  
9 redirect any conflicting source entries to matrix switch output pins that correspond  
10 to the mix element. In the above case, redirection of the grid entries starts with pin  
11 3 and proceeds through to pin 7. The corresponding matrix switch is shown in  
12 Fig. 28. Notice that all of the sources are now redirected through the mix element  
13 which is a multi-input/one output element. The mix element's output is fed back  
14 around and becomes input pin 15 of the matrix switch. All of the programming of  
15 the matrix switch is now reflected in the grid 2700. Specifically, for the indicated  
16 time period in the grid, each of the sources is routed to the mix element which, in  
17 turn, mixes the appropriate audio streams and presents them to the primary output  
18 pin 0 of the matrix switch.

## 20 Compositions

21 There are situations that can arise when building an editing project where it  
22 would be desirable to apply an effect or a transition on just a subset of a particular  
23 project or track. Yet, there is no practicable way to incorporate the desired effect  
24 or transition. In the past, attempts to provide added flexibility for editing projects  
25 have been made in the form of so called "bounce tracks", as will be appreciated

1 and understood by those of skill in the art. The use of bounce tracks essentially  
2 involves processing various video layers (i.e. tracks), writing or moving the  
3 processed layers or tracks to another location, and retrieving the processed layers  
4 when later needed for additional processing with other layers or tracks. This type  
5 of processing can be slow and inefficient.

6 To provide added flexibility and efficiency for multi-media editing projects,  
7 the notion of a *composite or composition* is introduced. A composite or  
8 composition can be considered as a representation of an editing project as a single  
9 track. Recall that editing projects can have one or more tracks, and each track can  
10 be associated with one or more sources that can have effects applied on them or  
11 transitions between them. In addition, compositions can be nested inside one  
12 another.

### 13 Example Project with Composite

14 Consider, for example, Fig. 29 which illustrates an exemplary project 2900  
15 having a composition 2902. In this example, composition 2902 comprises sources  
16 B and C and a transition between B and C that occurs between  $t = 12-14$ . This  
17 composition is treated as an individual track or layer. Project 2900 also includes a  
18 source A, and a transition between source A and composition 2902 at  $t = 4-8$ . It  
19 will be appreciated that compositions can be much more complicated than the  
20 illustrated composition, which is provided for exemplary purposes only.  
21 Compositions are useful because they allow the grouping of a particular set of  
22 operations on one or more tracks. The operation set is performed on the grouping,  
23 and does not affect tracks that are not within the grouping. To draw an analogy, a  
24 composition is similar in principle to a mathematical parenthesis. Those  
25

1 operations that appear within the parenthesis are carried out in conjunction with  
2 those operations that are intended to operate of the subject matter of the  
3 parenthesis. The operations within the parenthesis do not affect tracks that do not  
4 appear within the parenthesis.

5 In accordance with the processing that is described above in connection  
6 with Fig. 19, a first data structure is defined that represents the editing project.  
7 Fig. 30 shows an exemplary data structure 3000 in the form of a hierarchical tree  
8 structure. In this example, group node 3002 includes two children—track node  
9 3004 and composite node 3006. Track node 3004 is associated with source A.  
10 Composite node 3006 includes two children—track nodes 3008 and 3010 that are  
11 respectively associated with sources B (3008a) and C (3010a). A transition T2  
12 (3012) is applied on source C and a transition T1 (3014) is applied on composition  
13 3006.

14 Next, data structure 3000 is processed to provide a second data structure  
15 that is configured to program the matrix switch. Note that as the data structure is  
16 being programmed, a matrix switch is being built and configured at the same time.  
17 In this example, the second data structure comprises a grid structure that is  
18 assembled in much the same way as was described above. There are, however,  
19 some differences and, for purposes of understanding, the complete evolution of the  
20 grid structure is described here. In the discussion that follows, the completed  
21 matrix switch is shown in Fig. 38.

22 When the rendering engine initiates the depth-first, left-to-right traversal of  
23 data structure 3000, the first node it encounters is track node 3004 which is  
24 associated with source A. Thus, a first row of the grid is defined and a grid entry  
25

1 is made that represents the time period for which source A desires to be routed to  
2 the matrix switch's primary output pin.

3 Fig. 31 shows the state of a grid 3100 after this first processing step. Next  
4 the traversal of data structure 3000 encounters the composite node 3006. The  
5 composite node is associated with two tracks—track 3008 and track 3010. Track  
6 3008 is associated with source B. Accordingly, a second row of the grid is defined  
7 and a grid entry is made that represents the time period for which source B desires  
8 to be routed to the matrix switch's primary output pin. Additionally, since B is a  
9 member of a composition, meta-information is contained in the grid that indicates  
10 that this grid row defines one boundary of the composition. This meta-  
11 information is graphically depicted with a bracket that appears to the left of the  
12 grid row.

13 Fig. 32 shows the state of grid 3100 after this processing step. Next, the  
14 traversal of data structure 3000 encounters node 3010 which is associated with  
15 source C. Thus, a third row of the grid is added and a grid entry is made that  
16 represents the time period for which source C desires to be routed to the matrix  
17 switch's primary output pin.

18 Fig. 33 shows the state of grid 3100 after this processing step. Notice that  
19 the bracket designating the composition now encompasses the grid row associated  
20 with source C. The traversal next encounters node 3012 which is the node  
21 associated with the *second* transition T2. Thus, as in the above example, a grid  
22 row is added for the transition and a grid entry is made that represents the time  
23 period for which the transition desires to be routed to the matrix switch's primary  
24 output pin.  
25



Fig. 34 shows the state of grid 3100 after this processing step. Notice that the bracket designating the composition is now completed and encompasses grid row entries that correspond to sources B and C and the transition between them. Recall from the examples above that a transition, in this example, is programmed to operate on two inputs and provide a single output. In this instance, and because the transition occurs within a composition, the transition is constrained by a rule that does not allow it to operate on any elements outside of the composition. Thus, starting at the transition entry and working backward through the grid, entries at the same tree level and within the composition (as designated by the bracket) are examined to ascertain whether they contain entries that indicate that they want to be routed to the output during the same time that the transition is to be routed to the output. Here, both of the entries for sources B and C have portions that conflict with the transition's entry. Accordingly, those portions of the grid entries for sources B and C are redirected or changed to correspond to output pins that are associated with a transition element that corresponds to transition T2.

Fig. 35 shows the state of grid 3100 after this processing step. The traversal next encounters node 3014 which is the node that is associated with the transition that occurs between source A and composition 2902 (Fig. 29). Processing of this transition is similar to processing of the transition immediately above except for the fact that the transition does not occur within the composition. Because the transition occurs between the composition and another source, one of the inputs for the transition will be the composition, and one of the inputs will be source A (which is outside of the composition). Thus, a grid row is added for this

1 transition and a grid entry is made that represents the time period for which the  
2 transition desires to be routed to the matrix switch's primary output pin.

3 Fig. 36 shows the state of grid 3100 after this processing step. At this point  
4 then, the grid is examined for entries that conflict with the entry for transition T1.  
5 One conflicting grid entry is found for the row that corresponds to source B (inside  
6 the composition) and one that corresponds to source A (outside the composition).  
7 Accordingly, those portions of the grid row that conflict with transition T1 are  
8 changed or redirected to have values that are associated with output pins of the  
9 matrix switch that are themselves associated with a transition element T1. In this  
10 example, redirection causes an entry of "3" and "4" to be inserted as shown.

11 Fig. 37 shows the state of grid 3100 after this processing step. If necessary,  
12 a pruning operation would further ensure that the grid has no competing entries for  
13 the primary output of the matrix switch. The associated input pin numbers of the  
14 matrix switch are shown to the left of grid 3100.

15 Fig. 38 shows a suitably configured matrix switch that has been build in  
16 accordance with the processing described above. Recall that, as data structure  
17 3000 (Fig. 30) is processed by the rendering engine, a matrix switch is built and  
18 configured in parallel with the building and processing of the grid structure that is  
19 utilized to program the matrix switch. From the matrix switch and grid 3100 of  
20 Fig. 37, the programming of the switch can be easily ascertained.

21 Fig. 38a shows an exemplary data structure that represents a project that  
22 illustrates the usefulness of composites. In this example, the project can  
23 mathematically be represented as follows:

24  
25 
$$(F_x\text{-noisy} (A \text{ Tx-Blend } B)) \text{ Tx-Blend } C$$

1  
2 Here, an effect (noisy) is applied to A blended with B, the result of which is  
3 applied to a blend with C. The composite in this example allows the grouping of  
4 the things beneath it so that the effect (noisy), when it is applied, is applied to  
5 everything that is beneath it. Notice that without the composite node, there is no  
6 node where an effect can be applied that will affect (A Tx-Blend B). Hence, in  
7 this example, operations that appear within the parenthesis are carried out on  
8 tracks that appear within the parenthesis. Those operations do not affect tracks  
9 that are not within the parenthesis.

10 Fig. 39 is a flow diagram that described steps in a method in accordance  
11 with one embodiment. The method can be implemented in any suitable hardware,  
12 software, firmware, or combination thereof. In the presently-described example,  
13 the method is implemented in software.

14 Step 3900 defines a multimedia editing project that includes at least one  
15 composite. The composite represents multiple tracks as a single track for purposes  
16 of the processing described just below. It is important to note that, in the  
17 processing described just below, and because of the use of composites, the extra  
18 processing that is required by bounce tracks is avoided (i.e. operating on two  
19 tracks, moving the operation result to another location, and retrieving the  
20 operation result when later needed). This reduces the processing time that is  
21 required to render a multi-media project. Step 3902 defines a first data structure  
22 that represents the editing project. Any suitable data structure can be utilized. In  
23 the present example, a data structure in the form of a hierarchical tree is utilized.  
24 An exemplary tree is shown in Fig. 30. Step 3904 processes the first data structure  
25 to provide a second data structure that is configured to program a matrix switch.

1 In the illustrated example, the second data structure comprises a grid structure.  
2 Exemplary processing is described in the context of Figs. 30-37. Step 3906 then  
3 programs the matrix switch using the second data structure.

### 4 5 Smart Recompression

6 Fig. 40 shows a simple multi-media editing project that consists of two  
7 movies or sources 4000, 4002 that are to be displayed back-to-back, with a  
8 transition 4004 (such as a fade) between them. Assume that in addition to creating  
9 and viewing this project, the user wishes to create a new movie file on disk that  
10 can be sent to their friends. Doing this can take a very long time for the following  
11 reason. Typically, multi-media projects such as movies are never just simply RGB  
12 data. Rather, the projects are most always compressed in some way because video  
13 data is far too huge to efficiently store or send. So, in compressing movie data, a  
14 data compressor might be used that takes as long as 1 sec/frame. For a short  
15 sixteen minute movie, this might take a couple of hours. Usually uncompression  
16 using a data uncompressor is much faster. This is just the nature of data  
17 compressors and uncompressors.

18 When video editing systems such as the one described above (with  
19 particular reference to Fig. 6), are used, a filter chain is typically built to include a  
20 decoder filter that decodes all of the data so that it is no longer compressed—that  
21 is, the data is uncompressed so that it is regular RGB data. For example, the Fig. 6  
22 system shows a decoder filter 610 whose job it is to decode or uncompress media  
23 data.

24 Media data is uncompressed like this because, typically, a convenient and  
25 efficient way to combine two video data streams together and blend them in some

1 way is to take two uncompressed RGB streams and combine and blend them. In  
2 each filter chain then, only the uncompression filter (e.g. decoder filter 610)  
3 “understands” the compressed video that it is to uncompress. For example, two  
4 MPEG compressed frames generally cannot be provided to an effect and blended  
5 together. Rather, the uncompressed data associated with the MPEG-compressed  
6 frames is provided to an effect and blended. Thus far, in the examples given  
7 above, all of the data streams that have been provided to a matrix switch have been  
8 uncompressuncompressed data streams.

9 Consider the following observation with reference to the Fig. 40 project. If  
10 one were to build this project as described above, using for example, the filter  
11 graph structure 600 in Fig. 6, each of the source streams associated with sources A  
12 and B would first be processed by their respective filter chains and uncompressed.  
13 The source streams would then be combined and a transition would be  
14 incorporated for time  $t=8-10$ . The entire project would then be subject to  
15 recompression so that it could, for example, be written to disk. Notice, however,  
16 that the only time that the source streams really need to be uncompressed, operated  
17 upon, and recompressed is the time  $t=8-10$  during which the transition is taking  
18 place. The time before and after the transition simply incorporates the source  
19 streams as they are in their original compressed state. More specifically, if the  
20 user intended to create a new project file containing the Fig. 40 project, they  
21 could, in theory, simply take the compressed portions of sources A and B outside  
22 of the transition (i.e. for times  $t=0-8, 10-16$ —within an appreciable variation) and  
23 place them in the new project file. The transition (i.e. time  $t=8-10$ ) could then be  
24 processed by uncompressing the associated source stream portions, operating upon  
25 them, recompressing them, and adding the recompressed portion to the new

1 project file. Thus, instead of having to perform the uncompression/recompression  
2 operation for an entire sixteen minute project, the uncompression/recompression  
3 need only be performed on two minutes of a project.

4 Fig. 41 illustrates an exemplary embodiment in which those portions of a  
5 multi-media project that necessarily need to be uncompressed, operated upon, and  
6 recompressed are processed in that manner. Likewise, those portions of a multi-  
7 media project that do not need to be uncompressed and processed are left in their  
8 compressed state. The two differently-processed project portions are then  
9 combined to provide a single compressed output stream that contains both project  
10 portions.

11 In this particular example, an object in the form of a switch assembly  
12 comprising three software-implemented matrix switches is employed—a  
13 uncompressed switch 4100, a compressed switch 4102, and a “smart” switch 4104.  
14 It will be appreciated and understood that while this example utilizes a three-  
15 switch implementation, it is possible to use a switch assembly having any suitable  
16 number of switches or objects. For example, a single switch could be provided  
17 and programmed to implement the desired functionality.

18 The uncompressed switch 4100 is configured to work on that part of a  
19 project that actually needs to have uncompression and various operations, i.e.  
20 transitions, effects and the like. In the Fig. 40 example, switch 4100 would work  
21 on that portion of the project corresponding to time  $t=8-10$ . Since that time period  
22 has a transition, a transition element 4100a is provided and receives the output of  
23 switch 4100 during that time. The inputs to switch 4100 are uncompressed data  
24 streams that correspond to sources A and B. Accordingly, the filter chains  
25 associated with switch 4100 that correspond to sources A and B have decoder

1 filters incorporated in them (see, e.g. decoder filter 610 in Fig. 6). Portions of  
2 each source are fed into the switch 4100, processed by the transition element or  
3 filter 4100a at the switch's output, and re-routed to the primary output of the  
4 switch as an uncompressed data stream.

5 The compressed switch 4102 is configured to process portions of the data  
6 streams where nothing requiring uncompression operations is happening. Thus,  
7 switch 4102 processes those portions of the data streams where there are no  
8 transitions or effects applied, and where the data streams can remain in their  
9 compressed state. Matrix switch 4102 receives at its input compressed data  
10 streams and is configured to route the compressed data streams through to its  
11 primary output as a compressed data stream. . In this example, the switch 4102  
12 would process the compressed data stream associated with source A during time  
13  $t=0-8$ , and the compressed data stream associated with source B during time  $t=10-$   
14 16. The filter chains for each of the sources do not incorporate a decoder filter so  
15 that the switch receives compressed data streams.

16 Smart switch 4104 is a smart recompression switch that is coupled to  
17 receive the primary outputs of uncompressed switch 4100 and compressed switch  
18 4102. Switch 4104 has a compressor component or element 4104a that is  
19 configured to compress the uncompressed output of the uncompressed switch  
20 4100. The output of the compressor component is then re-routed to become an  
21 input to switch 4104. The primary output of switch 4104 is now the project's  
22 primary output and constitutes a compressed data stream comprising the entire  
23 project. This compressed output can, for example, be sent to a file writer so that it  
24 can be written to a file or CD.  
25

1 In the Fig. 40 project example, the Fig. 41 software switch assembly works  
2 in the following way. From time  $t=0-8$ , the switch assembly allows the  
3 compressed stream corresponding to source A to pass through switches 4102 and  
4 4104 to become the primary output of switch 4104. From time  $t= 8-10$ , switch  
5 4104 passes the uncompressed, blended output of switch 4100 through compressor  
6 component 4104a, which is routed back around and serves as an input to switch  
7 4104 which is, in turn, passed to the primary output of switch 4104. From time  
8  $t=10-16$ , the output of switch 4104 is the compressed input received from switch  
9 4102 which corresponds to source B's compressed data stream. The resultant  
10 output stream of switch 4104 is the compressed stream of the entire project.

11 This operation can take a fraction of the time (e.g. about 30 or less seconds)  
12 that the old approach took. Typically, the old approach (where the whole project  
13 is uncompressed, operated on, and recompressed) could take about 2 hours.

14 Fig. 42 is a flow diagram that describes steps in a method in accordance  
15 with the described embodiment. The method can be implemented in any suitable  
16 hardware, software, firmware, or combination thereof. In the illustrated and  
17 described embodiment, the method is implemented in software.

18 Step 4200 provides a first matrix switch to process one or more compressed  
19 data streams and provide a compressed output stream. In the illustrated and  
20 described embodiment, this step is implemented by providing one or more source  
21 streams to the switch utilizing a filter chain that does not include a decoder filter.  
22 Step 4202 provides a second matrix switch to process one or more uncompressed  
23 data streams and provide an uncompressed output stream. In the illustrated and  
24 described embodiment, this step is implemented by providing one or more source  
25 streams to the second switch utilizing a filter chain that does include a decoder



1 filter. Step 4204 provides a third matrix switch to receive the compressed and  
2 uncompressed output streams (from steps 4200, 4202). Step 4206 processes the  
3 compressed and uncompressed output streams with the third switch to provide a  
4 compressed project output stream.

### 6 Programming the Switch Assembly

7 The above-described switch assembly is built and programmed in a manner  
8 that is similar in some respects to the way in which the matrix switch described  
9 above is built and programmed. Specifically, the same type of data structures and  
10 processes can be utilized with a few additional processing changes.

11 The first step in programming the switch assembly is to build or otherwise  
12 derive a grid assembly for the entire project. Recall that in the previous examples,  
13 this was done by processing a hierarchical tree structure describing the project to  
14 derive the grid structure. The same can be said in the present case and for  
15 purposes of brevity, the entire process is not repeated here.

16 Fig. 43 shows a grid structure 4300 that has been derived as described  
17 above, only utilizing the Fig. 40 project as an input. Effectively, what this process  
18 does is build and configure the uncompressed matrix switch 4100 (Fig. 41).  
19 Notice that if the smart switch were not employed, the project would be processed  
20 as follows: From time  $t=0-8$ , input pin 1 of switch 4100 would be routed to output  
21 pin 0; from time  $t=8-10$ , input pin 0 (source A) would be routed to output pin 1,  
22 and input pin 1 (source B) would be routed to output pin 2. Output pins 1 and 2  
23 serve as inputs for the transition element 4100a which, in turn, provides the input  
24 at input pin 2. During this time period, input pin 2 is routed to output pin 0. From  
25 time  $t=10-16$ , input pin 1 is routed to output pin 0. Note that if this were the case,

1 the output of switch 4100 would comprise an uncompressed data stream which  
2 would then have to be recompressed if it were to be written to a disk or CD.

3 Now that the grid for the uncompressed portion of the project is completed,  
4 the grid for the compressed portion of the project is built. Grid 4300 contains all  
5 of the data that is used to build or derive the grid for the compressed portion of the  
6 project. Thus, the starting point for the compressed project portion grid is a copy  
7 of the uncompressed grid 4300. A determination is first made as to whether the  
8 sources are in the same format as the desired output format. This ensures that the  
9 sources do not indeed need any additional processing. If a source is not in the  
10 same format, then it is removed from the grid. For example, if the output format  
11 comprises a fixed frame rate, then the frame rates of all the sources should match.  
12 If any of the sources have a frame rate that does not match the fixed frame rate, it  
13 is removed from the grid associated with the compressed portion of the project.  
14 Likewise, the data rates of the sources should be less than or equal to the data rate  
15 of the desired output. Other exemplary formats can include, without limitation  
16 frame size for video and audio sampling rate for audio.

17 Now, the grid is evaluated for any entries that indicate that the source is  
18 modified before going to the output of the switch. Consider, for example, Fig. 44  
19 which illustrates a grid 4400 for a compressed portion of the project. The cross-  
20 hatched portions of the grid indicate those portions that are removed because they  
21 represent a modification of one or more of the sources. The compressed switch  
22 can now be programmed using the grid values of grid 4400.

23 Collectively, grids 4300, 4400 provide all of the programming data that is  
24 used to program switches 4100, 4102 respectively.  
25

1 Fig. 45 is a flow diagram that describes steps in a smart recompression  
2 method in accordance with the described embodiment. The method can be  
3 implemented in any suitable hardware, software, firmware, or combination  
4 thereof. In the illustrated and described embodiment, the method is implemented  
5 in software.

6 Step 4500 defines a first data structure defining programming for an  
7 uncompressed portion of a multi-media editing project. In the above example, the  
8 first data structure comprised a grid structure. It is to be appreciated that any  
9 suitable data structure can be used. Step 4502 defines a second data structure  
10 defining programming for a compressed portion of the multi-media editing  
11 project. This step can be implemented by modifying portions of the first data  
12 structure, or by creating an entirely new data structure. In the example above, a  
13 new data structure was created by copying the first data structure and then  
14 operating upon it in a manner that permitted it to be used to program a matrix  
15 switch associated with the compressed portion of the project. The copied, second  
16 data structure was first evaluated to ascertain whether any of the sources had non-  
17 conforming data formats. If so, the non-conforming sources and their associated  
18 grid entries were removed from the grid. Next the grid was evaluated to identify  
19 entries that indicated that the source was to be modified before being routed to the  
20 output. Those entries were removed from the second data structure or grid.

21 After the first and second data structures have been defined, step 4504  
22 programs one or more matrix switches using the data structures. In the above  
23 example, both the compressed and uncompressed portions of the editing project  
24 have their own associated matrix switch, and each switch has its associated grid  
25 structure that can be used for programming. This, however, need not be the case.

1 In this particular example, the smart switch 4104 is programmed to work in  
2 the following way. Whenever data is available from compressed switch 4102, the  
3 data is received by switch 4104 and routed to the primary output—pin 0, since this  
4 represents exactly what is desired in the final project at that time. When data is  
5 unavailable from compressed switch 4102 for a certain time period, switch 4104  
6 initiates a “seek” to uncompressed switch 4100 for that time period. Accordingly,  
7 uncompressed data is provided to the smart switch 4104 during this time period  
8 and sent to output pin 1 for compression and rerouting to input pin 2. Input pin 2  
9 is then routed to the primary output pin 0 of switch 4104 for the time period.  
10 When data then becomes available from compressed switch 4102, it is routed by  
11 switch 4104 to its primary output pin 0. Input for smart switch 4104 can toggle  
12 back and forth between input pins 0 and 1 until all project times that can be  
13 provided by uncompressed switch 4100 are accounted for and the project is  
14 finished.

### 15 16 Conclusion

17 The described embodiments can be used to provide improvements over  
18 previous multi-media editing systems. Various efficiencies are achieved that  
19 reduce the processing times and can thereby improve the user experience when  
20 using multi-media project editing software applications.

21 Although the invention has been described in language specific to structural  
22 features and/or methodological steps, it is to be understood that the invention  
23 defined in the appended claims is not necessarily limited to the specific features or  
24 steps described. Rather, the specific features and steps are disclosed as preferred  
25 forms of implementing the claimed invention.